SUPER MARIO BROS.® R.C. PRO-AM® THE LEGEND OF ZELDA® KID ICARUS® SUPER MARIO BROS. 2™ GOLF

Nintendo®

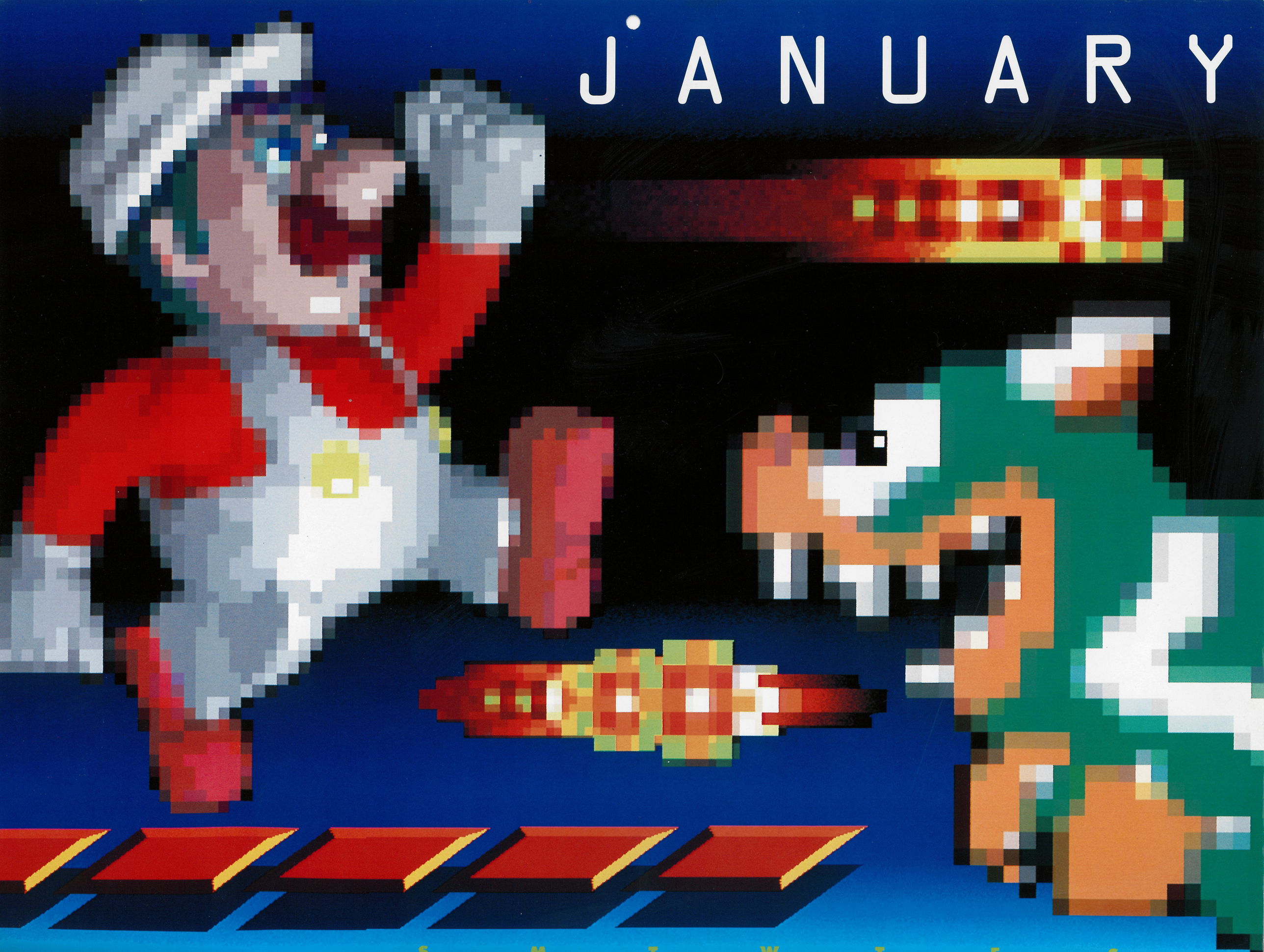
THE POWER GAME

1990

CALENDAR

DONKEY KONG CLASSICS™ PUNCH-OUT!!® HOGAN'S ALLEY® METROID® ZELDA II™-THE ADVENTURE OF LINK™

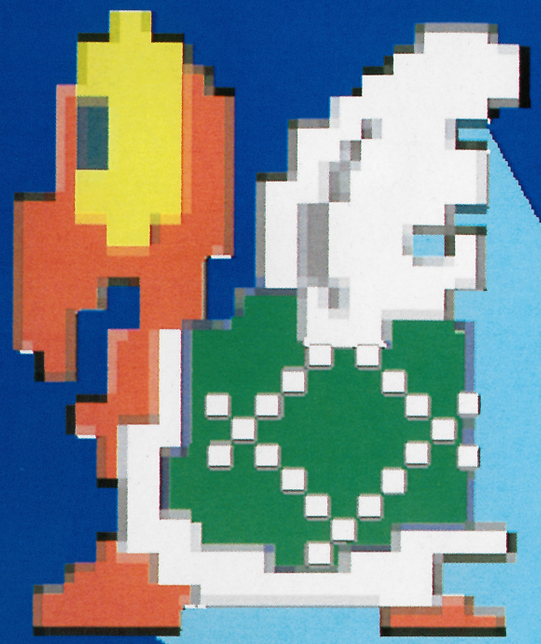
JANUARY

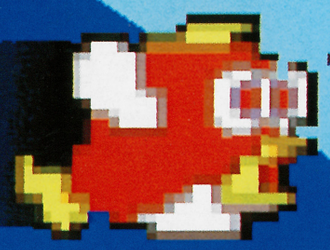


S	M	T	W	T	F	S

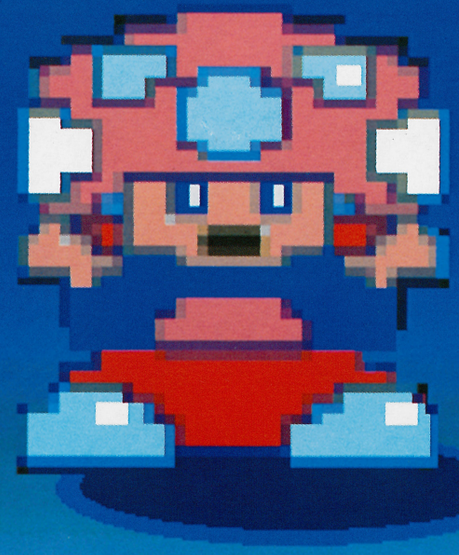
TIPS

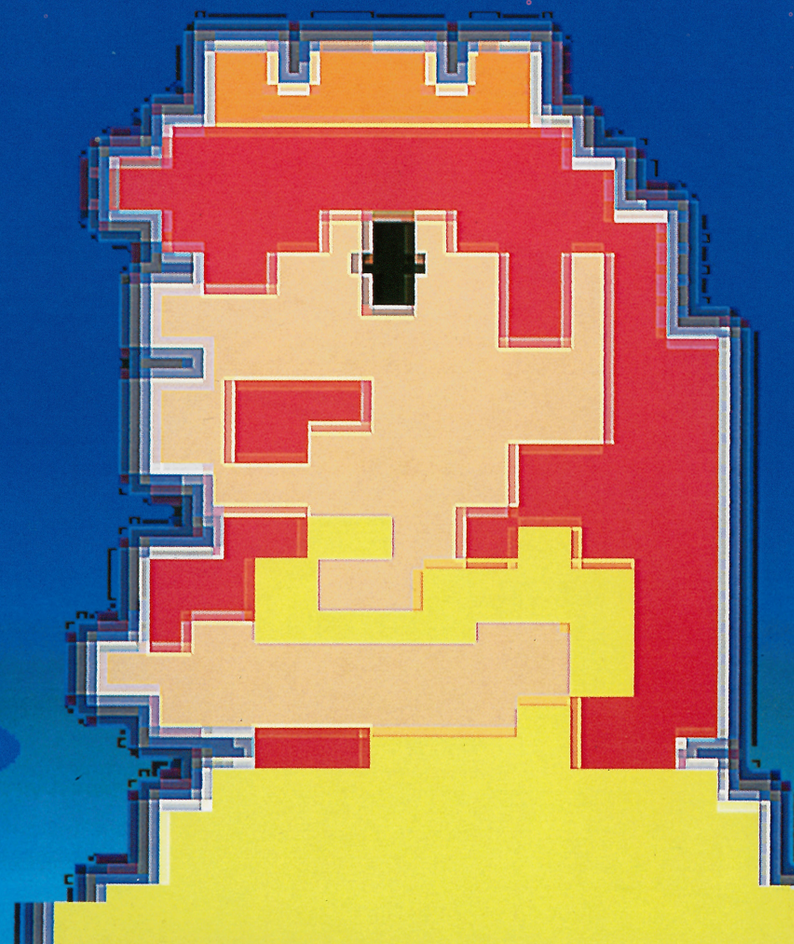
- POWER BOOSTER MUSHROOMS MOVE TO THE RIGHT. DON'T LET THEM ESCAPE!
- STOMP ON LAKITUS FROM ABOVE. IT'S HARD, BUT IT'S THE ONLY WAY TO STOP THEM.
- THERE ARE WARP ZONES IN LEVELS 1-2 AND 4-2. USE THEM TO TRAVEL TO OTHER WORLDS.





	1 New Year's Day	2	3	4	5	6
7	8	9	10	11	12	13
14	15 Martin Luther King, Jr., Day	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31			





SUPER MARIO BROS.®

FEBRUARY

S	M	T	W	T	F	S
				1	2	3
4	5	6	7	8	9	10
11	12 Lincoln's Birthday	13	14 St. Valentine's Day	15	16	17
18	19 Washington's Birthday Observed	20	21	22 Washington's Birthday	23	24
25	26	27	28 Ash Wednesday			

R.C. PRO-AM™

TIPS

- BE PATIENT AND PRACTICE STEERING. YOU HAVE TO DEVELOP THE SAME INSTINCTUAL RESPONSES YOU NEED TO DRIVE A REAL CAR. AND REMEMBER THAT THE CONTROLLER PUTS YOU AT THE WHEEL: STEERING TO THE RIGHT TURNS THE CAR TO ITS RIGHT, WHICH MAY BE TOWARD THE LEFT SIDE OF THE SCREEN IF THE CAR IS HEADING DOWN.
- RUN OVER THE ZIPPERS. THEY'RE WORTH THE TROUBLE IT TAKES TO GET THEM FOR THE SPEED YOU'LL PICK UP FROM THEM.
- COLLECT BONUS LETTERS, ONE PER TRACK. WHEN YOU HAVE ENOUGH TO SPELL "NINTENDO," YOU GET A FASTER CAR TO RACE.

T 1

F 2

S 3

S 4

M 5

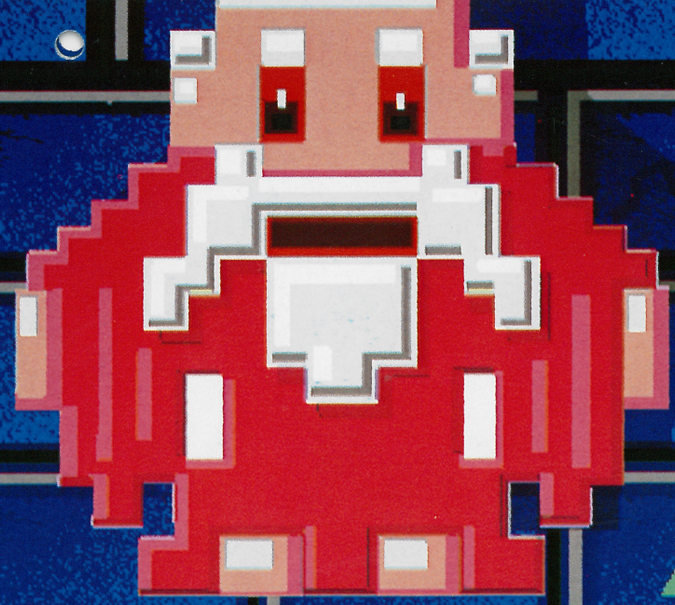
T 6

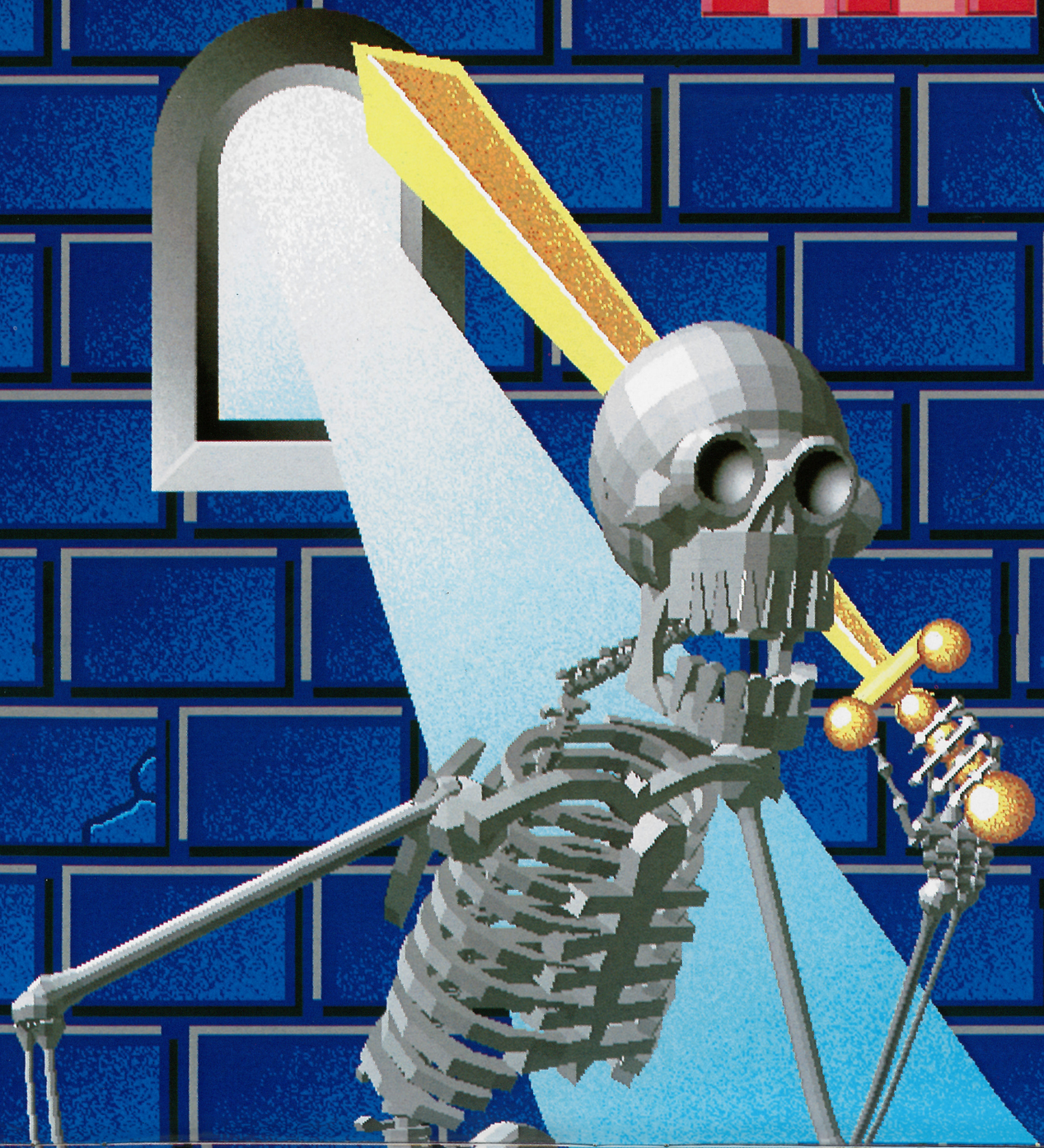
W 7

T 8

F 9

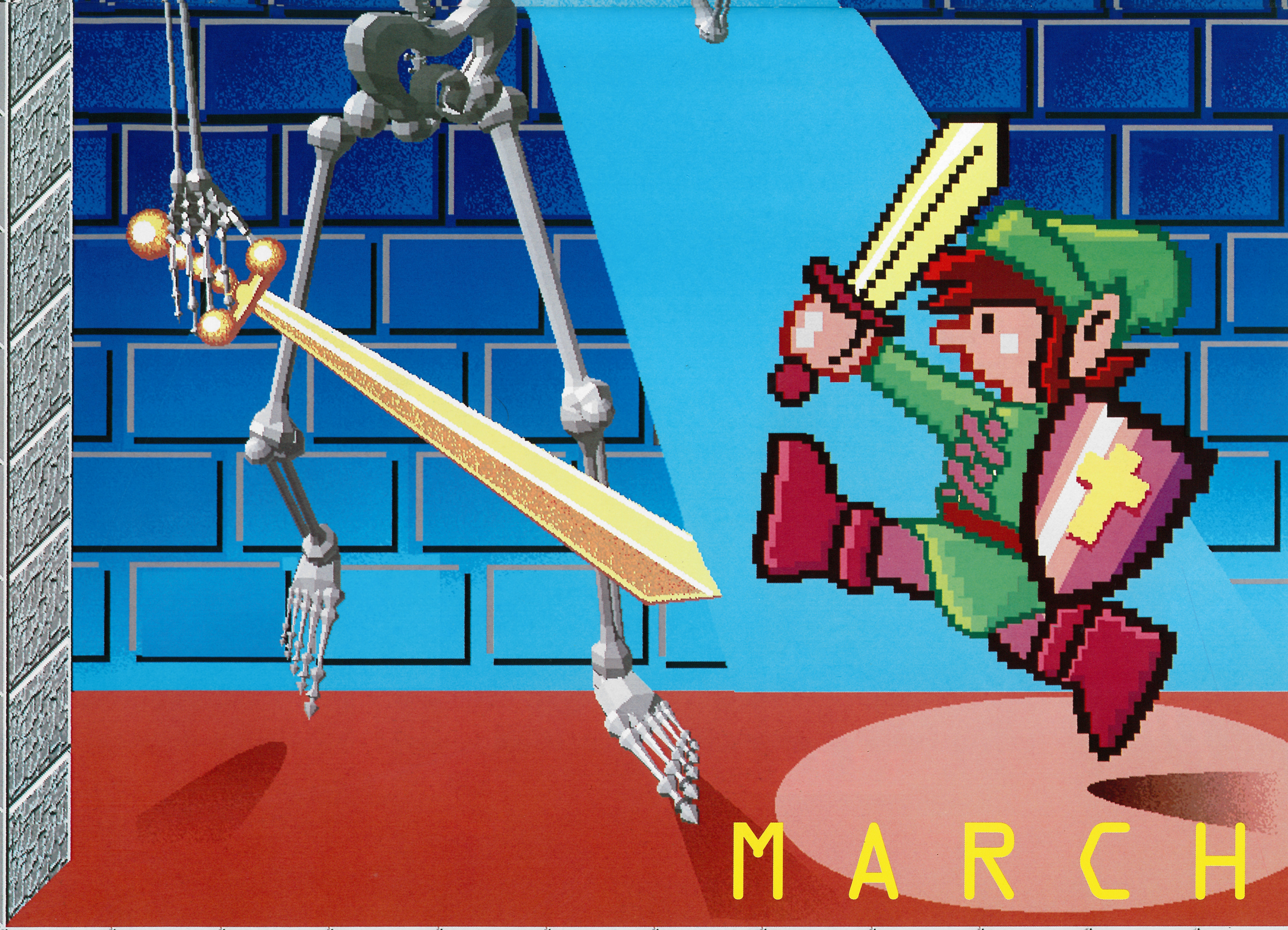
The legend of ZELDA™





TIPS

- THERE ARE TWO FOUNTAINS WITH FAIRIES. WHEN LINK IS REALLY HURT, LOOK FOR THE FAIRY TO RESTORE HIS HEARTS. MEMORIZE THE LOCATIONS OF THESE FOUNTAINS.
- BE SURE TO VISIT THE TREASURE ROOM IN LEVEL 1. THERE IS A BOW THERE THAT WILL PROVE A USEFUL WEAPON TO HAVE.
- TO GET THE TRIFORCE IN LEVEL 2, YOU MUST DEFEAT DODONGO. IF YOU CAN TOSS TWO BOMBS INTO HIS MOUTH, YOU CAN OVERCOME HIM.



MARCH

S 10

S 11

M 12

T 13

W 14

T 15

F 16

S 17

St. Patrick's Day

S 18

M 19

T 20

First Day of Spring

W 21

T 22

F 23

S 24

S 25

M 26

T 27

W 28

T 29

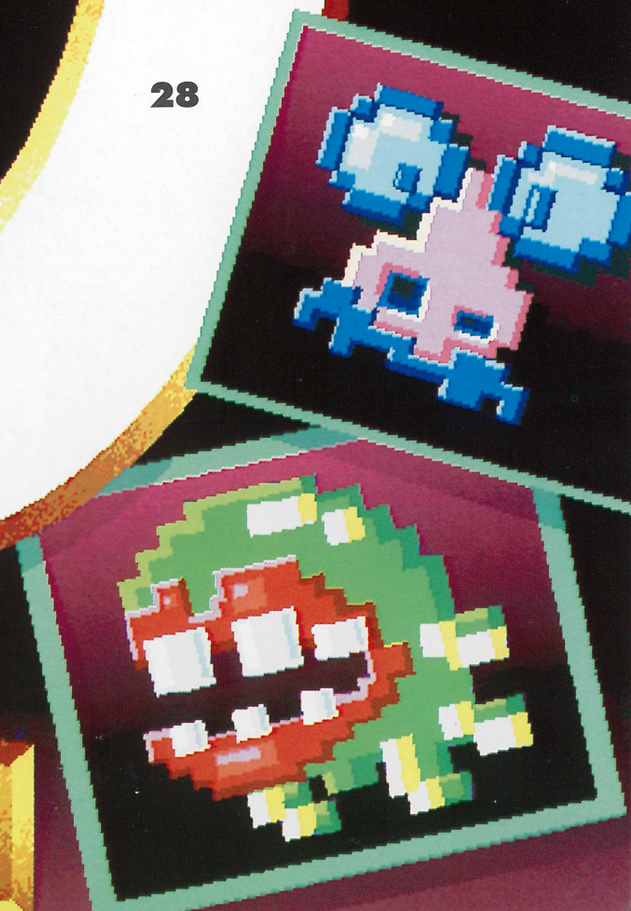
F 30

S 31

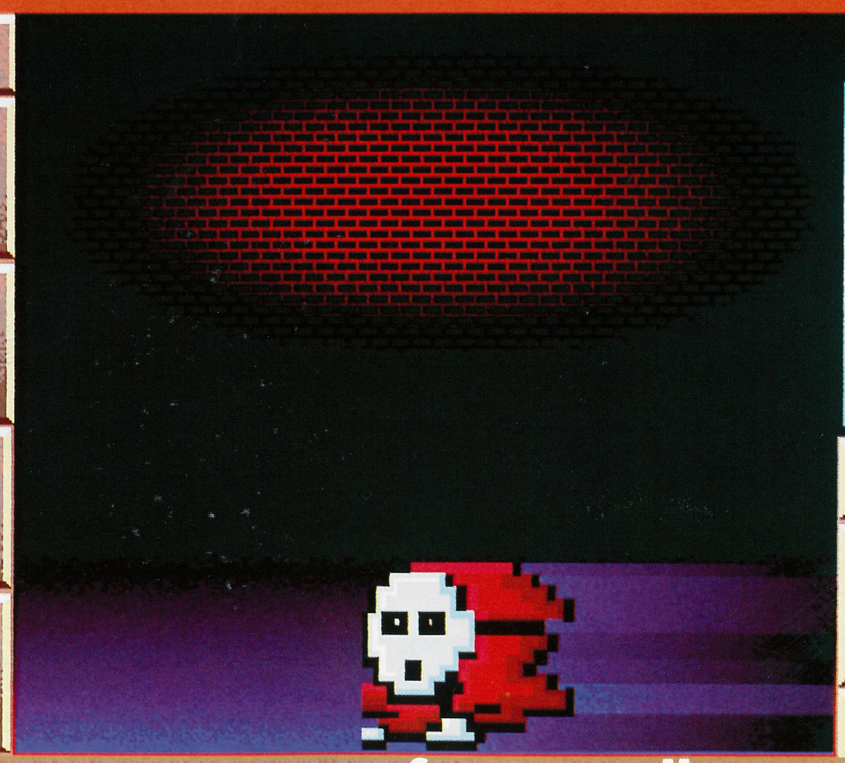
Kid
Icarus™

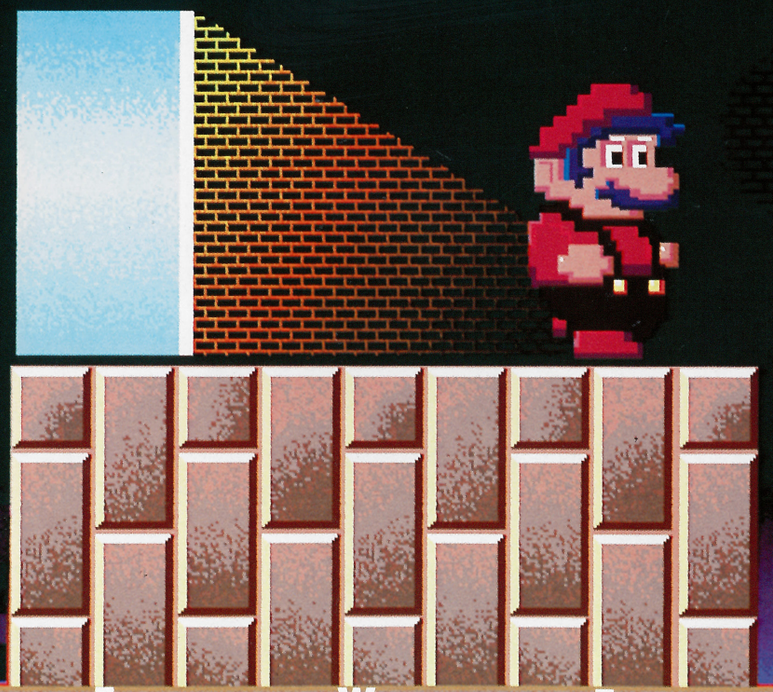
APRIL

S	M	T	W	T	F	S
1	2	3	4	5	6	7
8 Palm Sunday	9 Passover Begins (sundown)	10	11	12	13 Good Friday	14
15 Easter Sunday	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30					



MAY



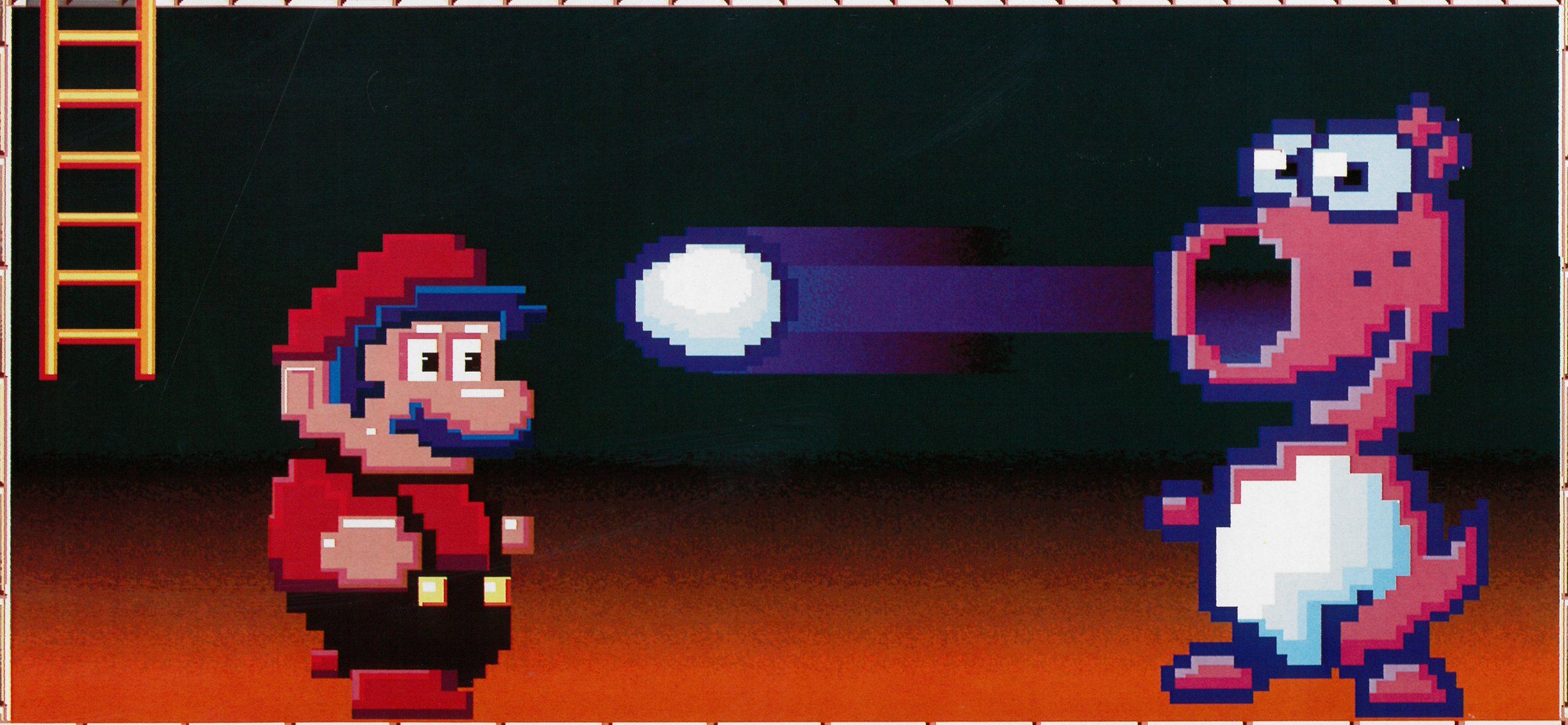


TIPS

- YOU CAN DEFEAT BIRDO BY JUMPING ON TOP OF THE EGGS HE SPITS AT YOU, PICKING THEM UP, AND THROWING THEM AT HIM. HIT HIM THREE TIMES AND HE'S DEFEATED.
- WHEN YOU HAVE A KEY, PHANTO WILL PURSUE AND ATTACK YOU. IF YOU PUT THE KEY DOWN, PHANTO GOES AWAY.

S	M	T	W	T	F	S
		1	2	3	4	5
	6	7	8	9	10	11
	13 Mother's Day	14	15	16	17	18
						19 Armed Forces Day

20	21	22	23	24	25	26
27	28 Memorial Day Observed	29	30 Memorial Day	31		



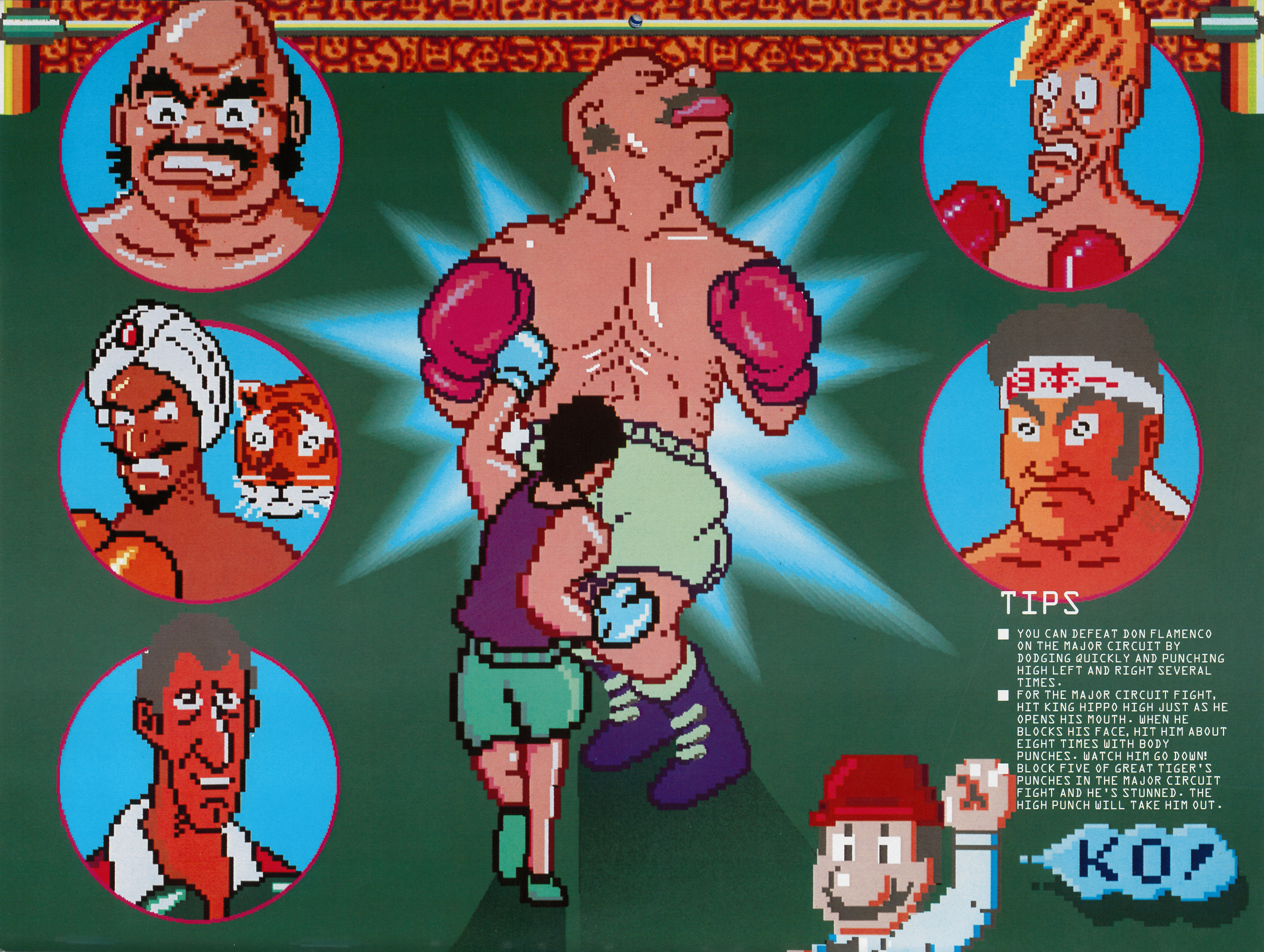
SUPER MARIO 2 BROS.™

DONKEY KONG

JUNE

TM

S	M	T	W	T	F	S
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17 Father's Day	18	19	20	21 First Day of Summer	22	23
24	25	26	27	28	29	30



TIPS

- YOU CAN DEFEAT DON FLAMENCO ON THE MAJOR CIRCUIT BY DODGING QUICKLY AND PUNCHING HIGH LEFT AND RIGHT SEVERAL TIMES.
- FOR THE MAJOR CIRCUIT FIGHT, HIT KING HIPPO HIGH JUST AS HE OPENS HIS MOUTH. WHEN HE BLOCKS HIS FACE, HIT HIM ABOUT EIGHT TIMES WITH BODY PUNCHES. WATCH HIM GO DOWN!
- BLOCK FIVE OF GREAT TIGER'S PUNCHES IN THE MAJOR CIRCUIT FIGHT AND HE'S STUNNED. THE HIGH PUNCH WILL TAKE HIM OUT.

JULY

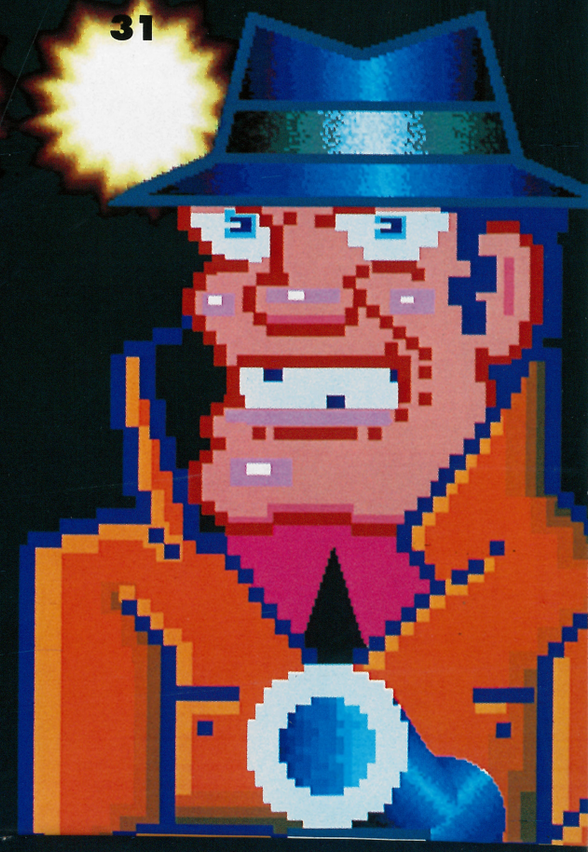
S	M	T	W	T	F	S
1	2	3	4 Independence Day	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31				

PUNCH-OUT!!®

AUGUST

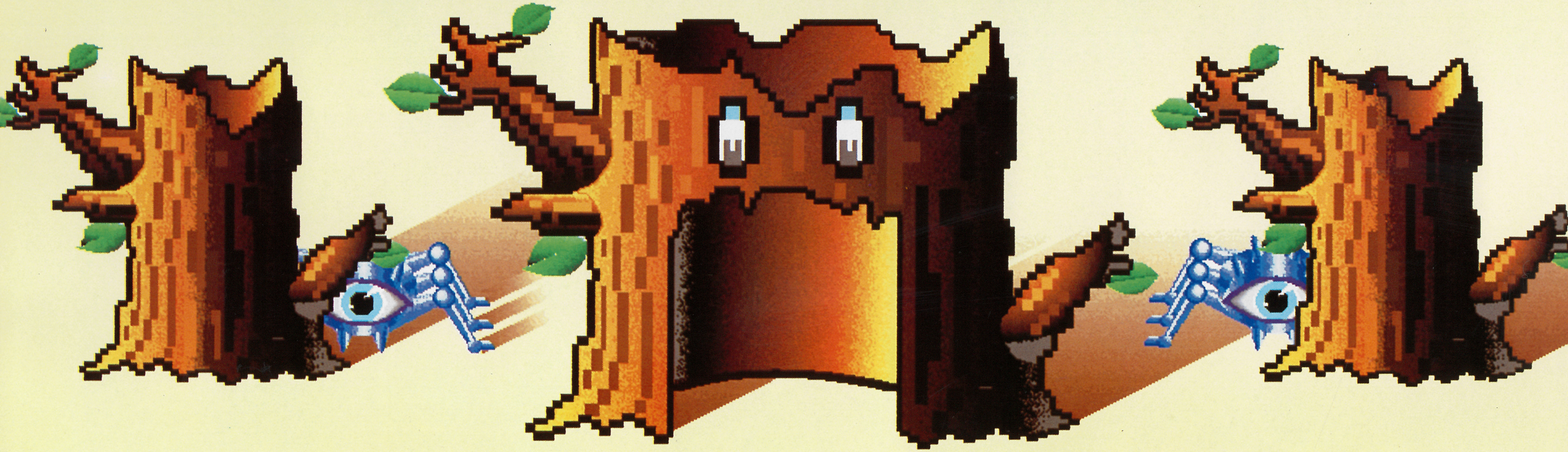
W	T	F	S
1	2	3	4

S	M	T	W	T	F	S
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30	31	



HOGAN'S ALLEY®

SEPTEMBER

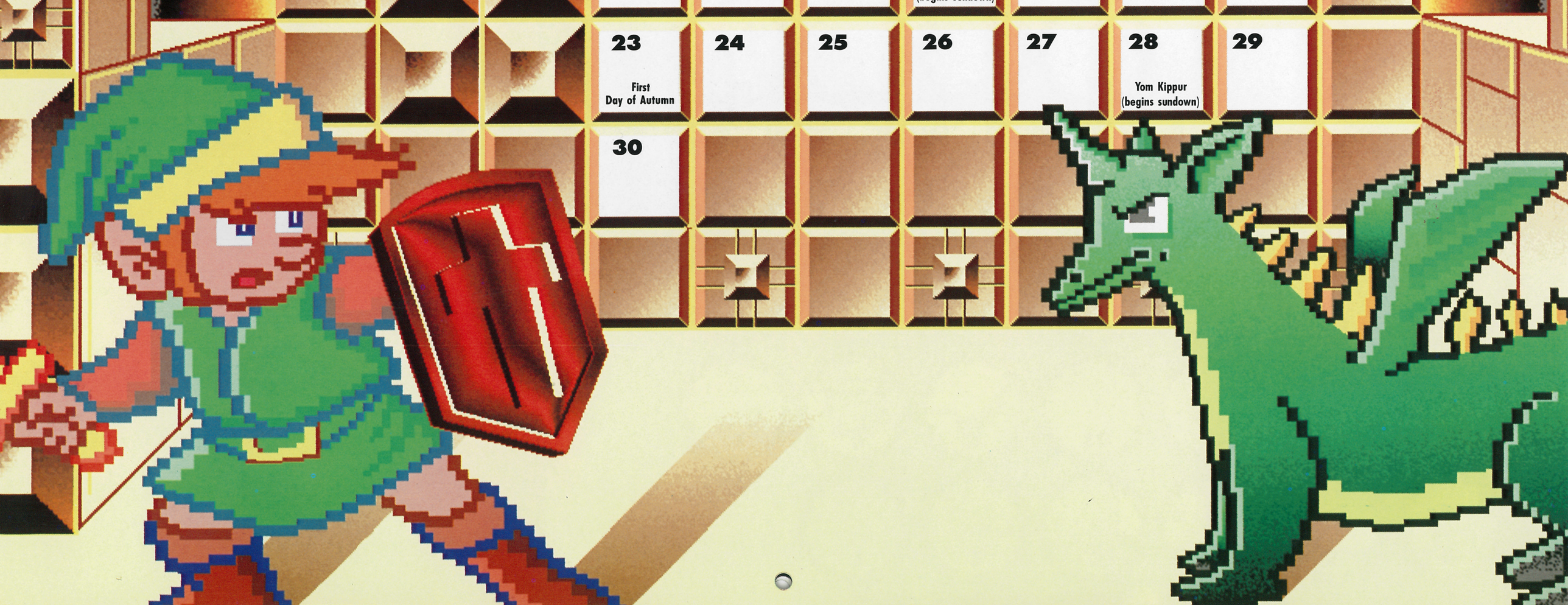


TIP

- THERE ARE TWO FOUNTAINS WITH FAIRIES. WHEN LINK IS REALLY HURT, LOOK FOR THE FAIRY TO RESTORE HIS HEARTS. MEMORIZE THE LOCATIONS OF THESE FOUNTAINS.

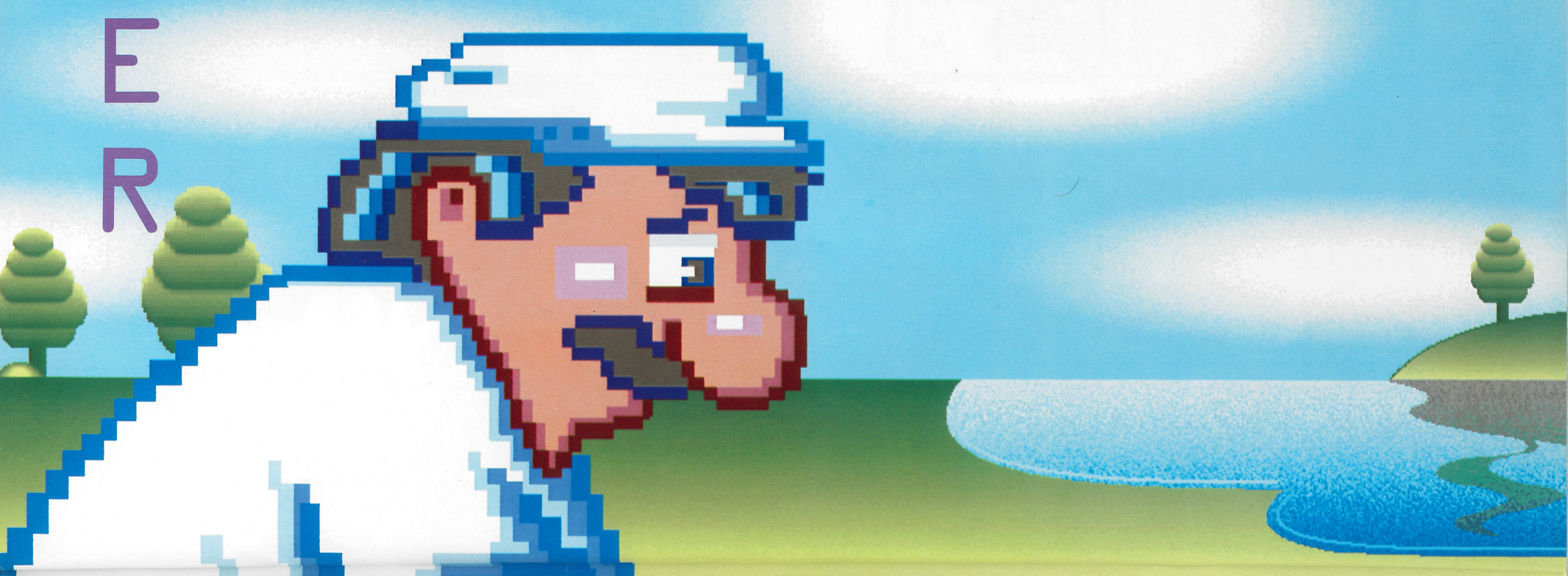
The Legend of ZELDA™

S	M	T	W	T	F	S
						1
2	3 Labor Day	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19 Rosh Hashanah (begins sundown)	20	21	22
23 First Day of Autumn	24	25	26	27	28 Yom Kippur (begins sundown)	29
30						



OCTOBER

S	M	T	W	T	F	S
	1	2	3	4	5	6
7	8 Columbus Day Observed	9	10	11	12 Columbus Day	13
14	15	16	17	18	19	20
21	22	23	24 United Nations Day	25	26	27
28	29	30	31 Halloween			



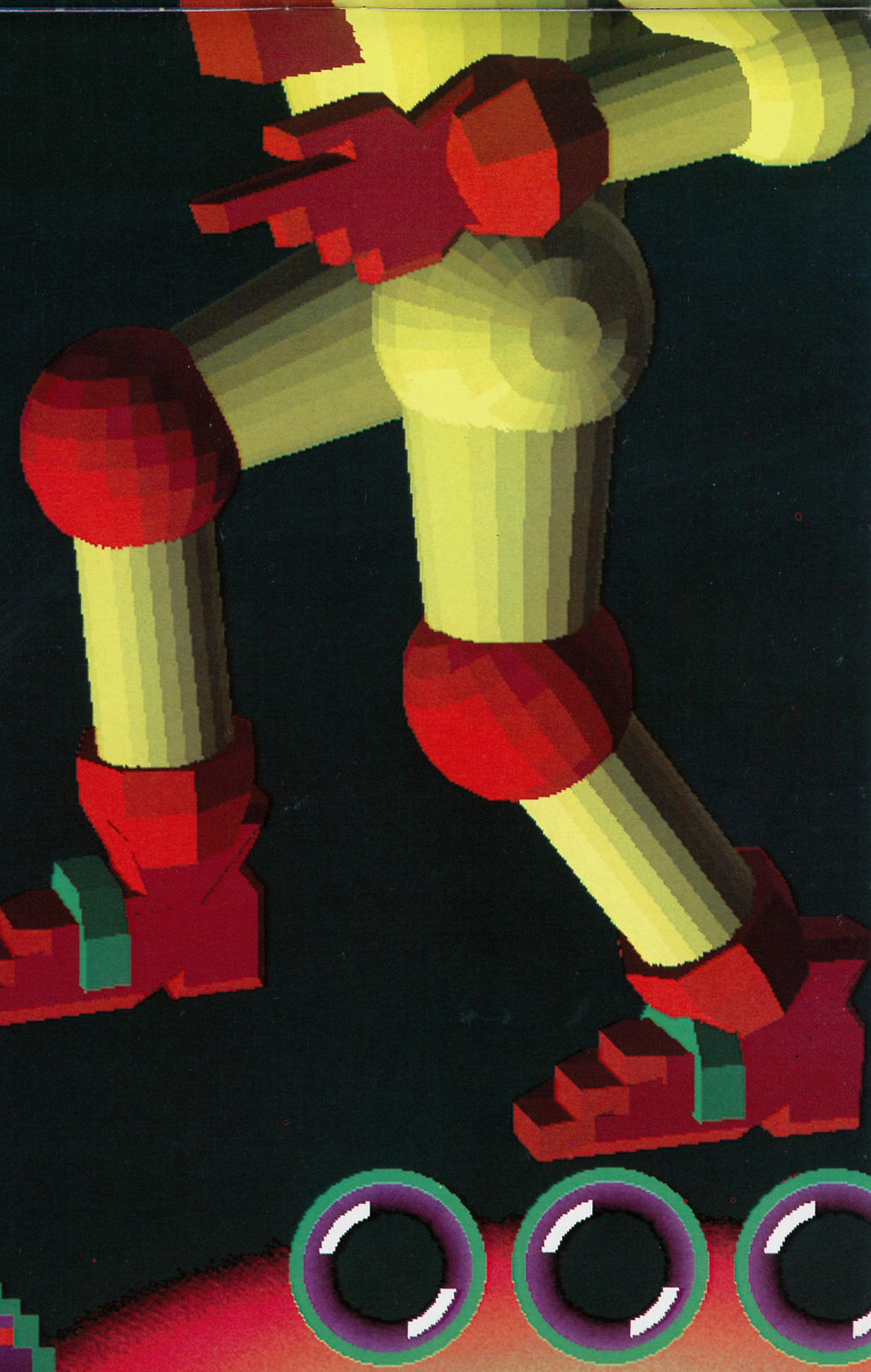
GOLF

NOVEMBER

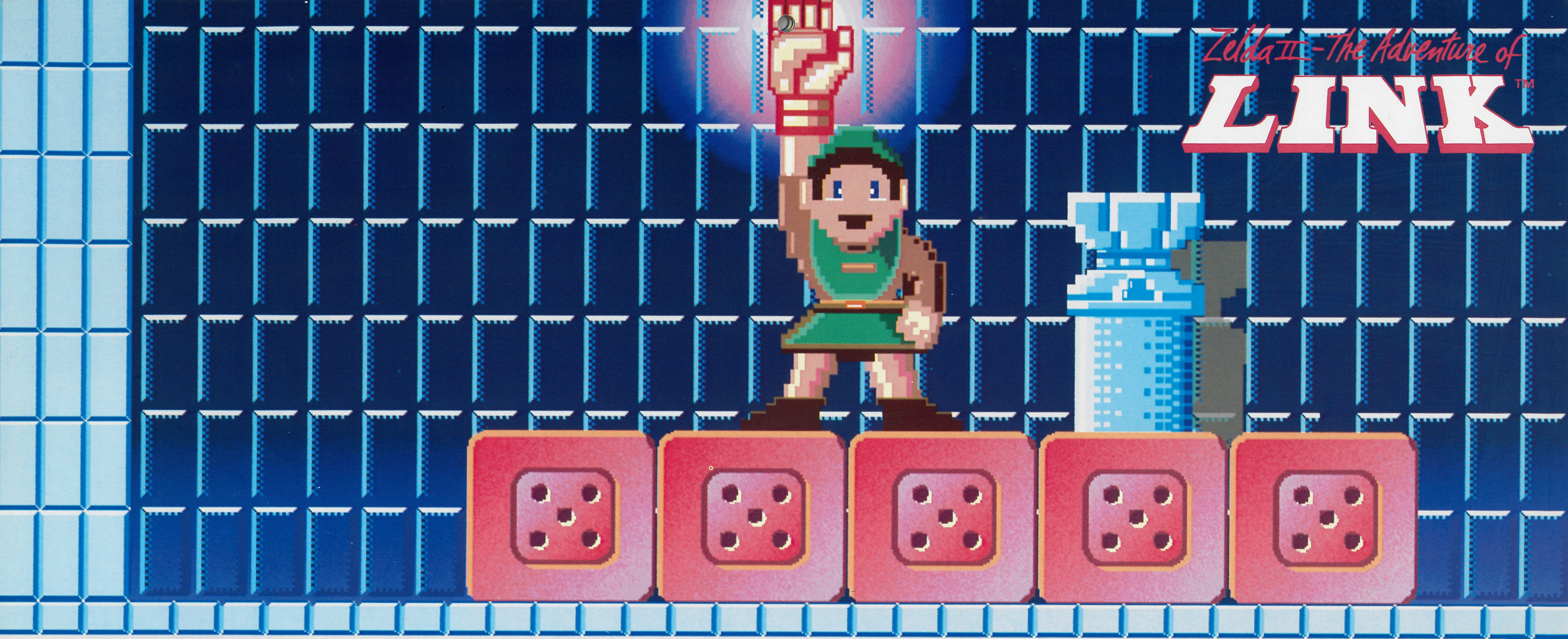
S	M	T	W	T	F	S
				1	2	3
4	5	6 Election Day	7	8	9	10
11 Veterans Day	12	13	14	15	16	17
18	19	20	21	22 Thanksgiving Day	23	24
25	26	27	28	29	30	

TIPS

- THERE'S AN ENERGY TANK IN THE CEILING OF THE THIRD ROOM FROM THE STARTING POINT, NEAR THE RIGHT WALL. IF YOU HAVE THE ICE BEAM, YOU CAN GET IT BY FREEZING A ZOOMER ON THE WALL AND USING IT AS A STEPPING-STONE.
- IF YOU GO THROUGH THREE AIR LOCKS FROM THE STARTING POINT OF THE GAME (CORRIDOR NO. 1) AND CLIMB THE LONG SHAFT UPWARD, THE FIRST AIR LOCK THAT YOU COME TO ON THE LEFT LEADS TO A LONG BEAM.



METROID™



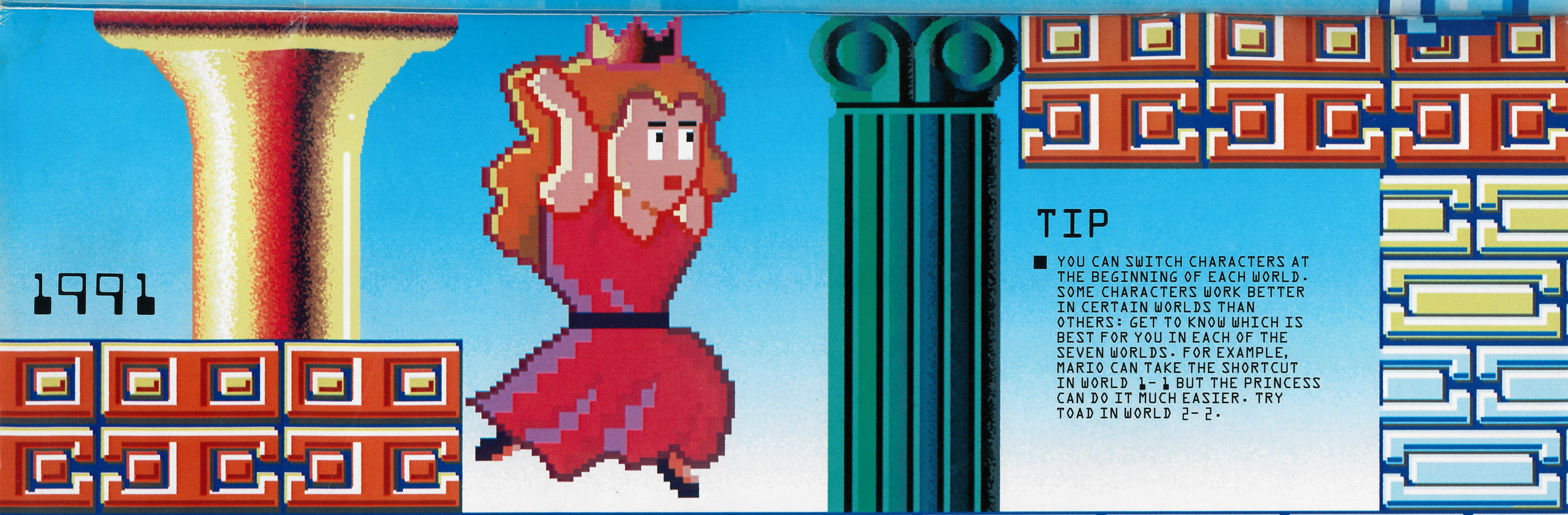
DECEMBER

S	M	T	W	T	F	S
						1
2	3	4	5	6	7	8
9	10	11 Hanukkah Begins (sundown)	12	13	14	15
16	17	18	19	20	21	22

23	24	25 Christmas Day	26	27	28	29
30	31 New Year's Eve					

JANUARY

SUPER MARIO 2 BROS.™



1991

TIP

- YOU CAN SWITCH CHARACTERS AT THE BEGINNING OF EACH WORLD. SOME CHARACTERS WORK BETTER IN CERTAIN WORLDS THAN OTHERS: GET TO KNOW WHICH IS BEST FOR YOU IN EACH OF THE SEVEN WORLDS. FOR EXAMPLE, MARIO CAN TAKE THE SHORTCUT IN WORLD 1-1 BUT THE PRINCESS CAN DO IT MUCH EASIER. TRY TOAD IN WORLD 2-2.

S	M	T	W	T	F	S
		1 New Year's Day	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21 Martin Luther King, Jr., Day	22	23	24	25	26
27	28	29	30	31		

PROJECT DIRECTOR: ERIC HIMMEL
ART DIRECTOR: SAMUEL N. ANTUPIT
DESIGN: IDEAS & CHAOS INC.
ILLUSTRATIONS: JIM LUDTKE

COPYRIGHT © 1989 NINTENDO OF AMERICA INC. OFFICIALLY LICENSED BY NINTENDO OF AMERICA INC.

TO SUBSCRIBE TO NINTENDO POWER™ MAGAZINE CALL
1-800-521-0900

PUBLISHED IN 1989 BY
HARRY N. ABRAMS, INC., NEW YORK
ALL RIGHTS RESERVED

A TIMES MIRROR COMPANY

PRINTED IN JAPAN

Official Nintendo Licensed Product™

000995

0-8109-7778-8